

THE ULTIMATE CARD AND MAGAZINE COLLECTION

£2.50 FORTNIGHTLY

DOCTOR • WHO

2

BATTLES IN TIME



**CYBERMEN
STEELY KILLERS!**

BUSTER

SINGLE COMBAT
LEVEL TWO

and escape certain defeat!

STEP 2 PLAYER 1



PLAYER 1
PICKS A CATEGORY
AND CALLS OUT THE
GREEN RATING.

SPECIAL
ABILITIES
8300!

SPECIAL
ABILITIES
7300!

Player 1 picks Special Abilities for the first round. This is a good card and he is more likely to win than lose. But Player 2 can change everything by using one of his bonus cards.

STEP 3 PLAYER 2



SPECIAL
ABILITIES
+1200!



TOTAL
8500!

On its own, Player 2's card would lose, so he uses one of his bonus cards. It's Code 9, which adds 1200 to his Special Abilities score, meaning he beats Player 1 by just 200 points.



STEP 4 PLAYER 2

Once a bonus card has been played turn it upside down. It can't be used again this game.



WHO'S WON?

The game continues until one player has lost all of his cards.



SPECIALS ZONE

GAMEPLAY

BUNCH

**TOP 5
FEAR FACTOR
CARDS!!!**



PLAYER 1



STEP 1
PLAYER 1

Each player makes a pile of 20 of his best character cards.

Both players deal five of these cards to themselves and leave the rest of the cards upside down on their draw pile.

The first player looks at all five cards in his hand, picks a category and calls out his green score.

**HIGH AGILITY
7800!**



TOP TIP!

If you can't beat your opponent's card make sure you throw away the weakest card in your hand.

OF FIVES

PLAYER 2

STEP 2 PLAYER 2

Player 2 checks all five of his cards to see if any of them can beat Player 1. He has to use the green score in the same category.

If he can't win he has to decide which card to sacrifice.

6800
LOSE!

4300
LOSE!

800
LOSE!

6100
LOSE!

9100
WIN!

STEP 3 END OF TURN

The winner puts his card on the bottom of his draw pile.

The loser puts his card to one side so it's out of play.

Each player then picks a card from the top of his draw pile (both players must always have five cards at the start of each round).

The winner picks the next category.

IF YOUR CARD
WINS PLACE IT
UNDER HERE

IF YOUR CARD
LOSES IT GOES
HERE

DISCARD
PILE

WHO'S WON?

The game ends
when one player
has lost all of his
cards.

THE DOCTOR



HERO PROFILE

HEIGHT 1.85m

LIFE FORM TIME LORD

AGE 900(ish)

PLANET GALLIFREY

WHO IS HE? A mysterious time traveller who appears at the far ends of the universe in a ship called the TARDIS. He fights evil wherever it appears, ably assisted by his companions.

WHAT'S HE LIKE? A bit of an odd ball! He's funny, brave and clever, and refuses to be tied down. He has a love for the planet Earth and was recently travelling with a human called Rose, but he remained a mystery, even to her.

WHAT'S HE GOOD AT? Most things! His lightning-quick brain solves problems and defeats enemies faster than any human could. He thinks on his feet and you can always rely on him to save the day.

KEEP AN EYE
OUT FOR THE
REGENERATION
BONUS CARD TO
ADD THE DOCTOR
TO YOUR HAND!

THE DOCTOR WINS ON

INTELLIGENCE:

9100 vs 9000

AGILITY:

6500 vs 500

SPECIAL ABILITIES:

8800 vs 8500



TOTAL 3/5

THE DOCTOR

CARDS AGAINST EACH OTHER, FOR A FEARSOME FACE-OFF!

THE DALEK EMPEROR



DALEK PROFILE

HEIGHT 9.15m

LIFE FORM DALEK

AGE ANCIENT

PLANET SKARO

WHO IS HE? The leader of the Daleks – his deadly race only survived the Time War because of him. His ship fell through time, then he rebuilt the Daleks using captured humans.

WHAT'S HE LIKE? Big, metal and scary, he was surrounded by Dalek Guards who obeyed him without question. His armies of Daleks believed he was their god.

WHAT'S HE GOOD AT? Trying to take over the universe! The Emperor Dalek was an evil genius who stopped at nothing for power, but underestimated human love and what it could achieve.

LOOK OUT
FOR IMPERIAL
DALEK CARDS
AND BUILD YOUR
OWN ARMY!



DALEK EMPEROR

WINS ON

STAMINA:

9000 vs 8000

FEAR FACTOR:

9400 vs 4900

TOTAL 2/5

WINS (JUST!)

RELIVE THE DOCTOR'S ADVENTURES

FAQ EPISODE 1

ROSE

The Doctor saves the Earth from an old enemy and makes a friend.

Q Which episode is this?

Rose Tyler is attacked by shop dummies that can move, but is saved by the Doctor. Together they track down the creature that controls these plastic people and save the world from invasion. At the end Rose joins the Doctor in the TARDIS.

Q What are those moving shop dummies?

They're called the Autons. They are made of living plastic and are the army of the Nestene Consciousness who controls them telepathically (thought control).

Q What's the Nestene Consciousness?

It's a living plastic creature that looks rather like a huge pool of molten plastic. It wants to take over the Earth because of all the oil, smoke and toxins it can feed on.

Q How's the London Eye involved?

The Nestene Consciousness uses it to transmit signals to an army of Auton shop dummies in order to bring them to life.

Q What is antiplastic?

A highly-advanced substance that can destroy Autons. The Doctor uses a test-tube of it to kill the Nestene Consciousness.

Q What's this war the Doctor is talking about?

The Time War was a devastating battle that wiped out all the other Time Lords, and their greatest enemies...

They want to overthrow the human race.

HE'S CHANGED!!!

Q Why does the Doctor look different?

It's still the same Doctor, but this was before he regenerated, which changed his looks and personality.

AUTON ESCAPE!


Go head-to-head against a friend and see who is first to reach the end...

INSTRUCTIONS

1. Remove all the bonus cards then shuffle your deck.
 2. Place your deck face down and put a counter on the start.
 3. Draw the top card and use it to decide your route.
 4. Discard your card.
- Now it's your friend's turn.

START

You're locked in a room surrounded by Autons.

If this colour symbol  is on your card unlock the door. If it isn't then you're stuck.

THE DOOR OPENS...

Look at your green special abilities score to decide which door to use.
Is the number less or more than 5000?

HELP! I'M STUCK

LESS THAN 5000

5000 OR MORE

Can you open the ventilation shaft with the sonic screwdriver?
Look at your card number. Is it odd or even?

ODD

EVEN

You pretend to have some anti-plastic, but will the Autons believe you?

Look at your green fear factor rating to find out.

Out of the darkness a new Auton group emerges. Do you run or hide?

Check your red agility score to decide.

OVER 6000

HIDE: 1000-7900

RUN: 8000-9900

6000 OR LESS

The Autons leave. Which way next?

If your card is a hero or human, leap through the window, if not, use the stairs.

STAIRS

WINDOW

LESS THAN 6500

What should you do now?

Compare your two intelligence ratings. If red is higher break a window. If green's higher pick the lock on the door.

You feel tired.

If your green stamina is over 6500 you keep going, but if it's lower than 6500 stop and rest.

GREEN HIGHER

6500 OR MORE

You're running fast, but the Autons are close behind.
Look at your green intelligence score to see if you escape...

OVER 7000

6500 OR LESS

7000 OR LESS

RED HIGHER

You spot a lift and leap in as the doors close.

Look at your red agility scores to see which way it travels...

OVER 6500

YOU WIN!

Congratulations!
Your agility and intelligence combined to help you beat the Autons. But, there's no time to rest, another challenge is just around the corner...



CYBERMEN QUIZ



How well do you
know your Cybermen?

Q1. Who did Lumic use to make his first Cybermen?

- a) Soldiers
- b) Ballet dancers
- c) Homeless people

Q2. What did the Doctor use to send the signal that released the Cybermen's emotions?

- a) Sonic screwdriver
- b) Mobile phone
- c) Morse code

Q3. The Cybermen were made by...?

- a) Cybus Industries
- b) Everlasting Toys
- c) Bad Wolf Corporation

Q4. What kind of vehicle did Lumic use as a base?

- a) Cruise ship
- b) Zeppelin
- c) Bus

Q5. What was Mickey called in the parallel universe?

- a) Ricky
- b) Mac
- c) Colin

Q6. What did Lumic use to control people?

- a) Food
- b) Hypnotism
- c) Ear pods



CYBERMEN!

02

CYBERMEN

STEELY
KILLERS!

001 002 003 004 005

The receivers in the Cybermen's helmets connect to a massive communications network.

006 007 008 009 010

Their cybernetic muscles make the Cybermen far stronger than normal people.



DATA PROFILE

NO EMOTION

Buried deep inside every Cyberman there's a device that stops them feeling emotions. If it's switched off they realise what they've become and go completely mad.



EMOTION CONTROL

Cybermen have artificial nervous systems that work just like the real thing.

TOP 10 CYBERMEN FACTS

The Cybermen that Rose met are from a parallel universe and evolved on an Earth that was subtly different from our own.

1



DISCARD
BRAIN

WEAPON
POINT



RECEIVER

CYBORG
LOGIC

CYBERNETIC
MUSCLES



TAKING CONTROL

When the government tried to shut down the program to make Cybermen the metal creatures attacked Britain's leaders.

ELECTRO-ATTACK

Cybermen kill their victims with thousands of volts of pulsing electricity.

2

In the parallel universe, Rose's mum Jackie became a Cyberman.

3

The Cybermen were made by a company called Cybus Industries.

4

In the past the Doctor has used gold dust to kill Cybermen - it interfered with their respirators.

5

The first Cybermen the Doctor met were from Earth's sister planet Mondas.

6

Cybermen sometimes use small metal creatures called Cybermats to disable their enemies.

7

Cybermen increase their numbers by capturing humans and replacing their organs with cybernetic parts.

8

If you put a Cyberman in cold storage it can go into a kind of hibernation.

9

Cybermen can live forever.

10

Cybermen can remember what it was like to be human.

CYBER CONTROLLER

WHO IS HE?

The Cyber Controller was once a man called Lumic, who created the metal bodies so that people could live forever.



MAN



MONSTER!

**I HAVE AN
ARMY. MY OWN!**

MISGUIDED MISSION

The Cyber Controller believes he can bring peace and long life to everyone but to get it, they must give up all their emotions.

BEHIND THE
SCENES

DID YOU
KNOW!

In the show the
shot was flipped
so the numbers
on the clock go
backwards.

What a smashing effect!

BLOWING UP BIG BEN

When the Doctor Who team wanted to make a hole in Big Ben they called in expert model-maker Mike Tucker.

Computers are great for all sorts of special effects but if you really want to make a mess there's no substitute for the real thing. Of course, the Doctor Who team couldn't fly a spaceship into the real Big Ben – you can't go around blowing up national monuments to make a TV program – but they did need to smash something for real.

The answer was to build a scale model of Big Ben. Building a model of something so complicated is a big deal, so Mike Tucker and his

team only built two sides of the tower and a little bit of the wing of the Slitheen spaceship. If you look closely, you'll realise that's all you actually get to see on TV.

They set everything up in their studio, put the wing on the end of a big arm and then flew it into the model. Wood and plaster went flying all over the place and Big Ben was in ruins. Then it was time for the computers to take over as the spaceship crashed into the Thames.

How's my
driving?



COULD THEY BE
GIANTS?



WHAT TIME IS IT?

IN THE SHOW

In Episode 4 the Slitheen crashed their spaceship into Big Ben to create an emergency that brought all the world's experts on aliens to London.



You're winding me up!



Mike Tucker gets inside his 'miniature' model.

Ooops!

TRY AGAIN!

The problem with smashing things up is that until you've done it you've no idea what it will look like. The first time the team crashed into their model the whole clock face popped out, which, frankly, looked rubbish. Luckily, Mike's blown a lot of things up and he knew this might happen, so he had a second model ready to go. This time they weakened the clock face so it broke just the way they wanted it to.



THAT'S RUBBISH!

The Slitheen's piggy pilot.

HYPERSTAR

RISING

The Doctor and Rose try to find Hyperstar Cal MacNannovich...

RROAARRRRR!

ROSE, YOU'RE GONNA LOVE IT. I'VE ALWAYS WANTED TO COME HERE!

GRR-SSSHING!
GRR-SSSHING!

I WONDER IF THEY STILL DO THE GUIDED TOUR?

WHAT HIM? DON'T BE SO RUDE, YOU'LL GET US CHUCKED OUT...


WHAT'S HE ON ABOUT?

THIS IS A HYPER-FILM STUDIO ON THE PLANET WOLDYHOOL, YEAR FIVE BILLION.

DOCTOR, LOOK OUT! MAD KILLER ALIEN INCOMING!


CUT! WHAT'S GOING ON HERE? HOW DARE YOU TRY TO RUIN MY BIG ACTION SEQUENCE!

AND I'M THE GREAT DIRECTOR ZEMM FOOLINI - LIKE YOU DIDN'T KNOW!




I SAID CUT! NOTHING'S GONE RIGHT TODAY. EVEN MY LEADING MANBOT HAS GONE MISSING - CAL "SPARK PLUG" MACNANNOVICH!

THE CYBERNETIC HYPERSTAR? DOCTOR. HE WAS ON PLATFORM ONE WHEN THE WORLD ENDED!



AND NOW HE'S GONE. THOSE TREES, COFFA AND LUTE, TRIED TO WARN US THAT THE SURVIVORS OF THAT DAY WERE DISAPPEARING...

BEFORE THEY DISAPPEARED THEMSELVES. WHAT'S HAPPENING?




ILL TELL YOU WHAT'S HAPPENING, YOU WACKOS - YOU'RE GETTING OFF MY HYPERSET! AND...



HEY YOU, FURBALL! I THOUGHT I TOLD YOU CUT?



BLIMEY, HE HEARD YOU THAT TIME!



MR FOOLINI, THE MONSTER HAS EATEN ALL THE EXTRAS - AND OUR SECURITY FORCE!

WHAT?! I'LL SEE THAT IT NEVER WORKS IN HYPER-MOVIES AGAIN!



IF YOU DON'T WATCH OUT, NEITHER WILL YOU!

CLEAR THE SET - THIS IS A WRAP! WELL, OK. ACTUALLY IT'S A MONSTER, BUT YOU KNOW WHAT I MEAN.



IS THAT THING
CYBERNETIC LIKE CAL
SPARK-THINGY? CAN
WE TURN IT OFF?

NO. IT'S A REAL LIVE
BANJUNK FROM THE
ISOP GALAXY. THAT
SPACE AGENT TOLD ME
IT WAS A GREAT ACTOR!



WELL, IT'S
CERTAINLY
CONVINCED ME
IT'S A MAN-
EATING MANIAC!

WAIT A SEC - A
BANJUNK, YOU SAY?
HMM, I WONDER



RIGHT THEN - LIGHTS!
WE NEED TO GET EVERY
LIGHT IN THE STUDIO
SHINING ON THAT
THING, NOW!



I'LL USE THE
REMOTES.

KA-FLASHHH!

LIGHTS WON'T
STOP THAT
THING FOR LONG!



MAYBE NOT...



BUT MY
SENSATIONAL
SHADOW PUPPETS
WILL!

HURRRR?

THAT'S NO ACTOR,
FOOLINI. IT'S ONLY A
BABY! YOUR CASTING
PEOPLE MESSED UP.

AND BABIES ARE
ALWAYS SHOVING
THINGS IN THEIR
MOUTHS. MAYBE IT
HASN'T REALLY EATEN
THOSE PEOPLE! MAYBE..



BUT HOW DID
YOU KNOW IT
WAS A BABY?

COS A GROWN-UP
BANJUNKX HAS
SPIKES. LIKE
THAT ONE!

MR FOOLINI I'M
READY FOR MY
CLOSE-UP! HAVE YOU
SEEN MY LITTLE
BOY? HE'S ALWAYS
WANDERING OFF..



SOON..

FOOLINI SHOULD BOOK
THAT 'LITTLE BOY' WHEN
IT'S OLDER. COULD BE A
BIG STAR.

IF THE
GUESTS FROM
PLATFORM
ONE ARE
VANISHING
ONE BY ONE
- WE'VE GOT
TO FIND OUT
WHY!



..IT WAS JUST
TASTING THEM!

BIG IS RIGHT! BUT
WHAT'S HAPPENED TO
THE REAL HYPERSTAR,
CAL MAGNANNOVICH?

TO BE CONTINUED!!!

THE CYBER-CONTROLLER'S

BRAIN BUSTERS

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

HOW DID YOU DO? LOOK AT PAGE 23 FOR THE ANSWERS

WORD UP!

Snaking their way through this grid are the names of friends, foes and things from the Doctor's travels. You have to use all the letters, but each one can only be used once. Can you find all the words?

ADAM
AUTONS
BAD WOLF
DALEK
GELTH
JABE
MICKEY
NANOGENES
REAPERS
ROSE
SLITHEEN
TARDIS



DYNAMITE DISASTER!

The Doctor is racing against time to diffuse this bomb that the Cybermen planted in a secret government location. Only one button will stop it exploding – can you work out which one he should press in under ten seconds?



STEP 1

Red is dangerous – don't touch any button containing that colour!

STEP 2

Whatever you do, don't touch anything in the left-hand column...

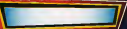
STEP 3

Triangles are lethal – steer clear of them

SONIC SHUFFLE



Can you spot which card features twice in this random pile up?



SEEING DOUBLE?

Have a close look at these six Cybermen and see if you can find the two who are identical...



A



B



C



D



E



F

ANSWER



COMING IN ISSUE 3...

FREE
PART 2 OF
YOUR
TARDIS!

THE ULTIMATE CARD AND MAGAZINE COLLECTION

DOCTOR WHO
BATTLES
IN TIME

3



JUST
CLICK IT
INTO
PLACE!

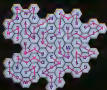


KRILLITANES
BAT CREATURES!

YOUR NEXT
PACK OF
TRADING
CARDS



PUZZLE ANSWERS



WORD UP!

SEEING DOUBLE

SONIC SHUFFLE

Press the
middle button

DYNAMITE DISASTER!

Q6. (i) Ear Pods

Q5. (a) Nasty

Q4. (b) Zepplin

Q3. (a) Cybus Industries

Q2. (b) Mobile phone

Q1. (d) Homelies people

CYBERMAN QUIZ

HELP THE DOCTOR!

Answer these questions to find out which of the good guys you are like!



START

How would your close friends describe you?

LOYAL

FUN

BRIGHT

You need to be ready for anything – can you be relied on in a crisis?

Do you ever think your friends are having more fun without you?

I ALWAYS PUT FRIENDS FIRST

I'M THE MOST IMPORTANT

Are you willing to make sacrifices for others or are you quite selfish?

NO-ONE CAN HAVE FUN WITHOUT ME!

I FEEL A BIT LEFT BEHIND

I'M ICY COOL!

I TEND TO PANK

Would your mates say you are a good dancer or just an embarrassment?

Do you like to travel to strange places or do you prefer to stay at home?

I LIKE HOME COMFORTS

Honestly, if you were confronted with an alien, what would you do?

I HAVE ALL THE MOVES!

I DANCE LIKE A DALEK!

MARS HERE! COME!

SAY 'HELLO' IN MARTIAN

HIDE BEHIND THE SOFA

Are you prepared for anything and always ready for action?

Think carefully, and be truthful – are you a genius?

YES

NO

Agility is very important – how good are you at gymnastics?

BACK FLIPS ARE NO PROBLEM!

I'M BETTER AT FOOTBALL

I'M A STRAIGHT STUDENT

I'M NOT A SNOT!

ROSE

You are the Doctor's perfect companion – quick-witted and loyal to the end.



JACK

'Action' is your middle name. There are few people the Doctor would rather travel with.



ADAM

Your intelligence is second to none, so make sure you don't do anything stupid.



MICKEY

Your skills may not be easy to spot, but in an emergency you're always there.



DANNY BARTOCK



INTELLIGENCE	500	500
AGILITY	500	500
STAMINA	600	500
SPECIAL ABILITIES	1000	700
FEAR FACTOR	1000	800

The Elkins Corporation as the TechWood Archive project was in charge of the Doc since they and they became possessed.

EXTERMINATOR

227

DALEK CAAN



INTELLIGENCE	500	800
AGILITY	500	500
STAMINA	600	700
SPECIAL ABILITIES	1000	900
FEAR FACTOR	1000	1000

One of the Daleks who arrived at the planet and understood the power of the Genesis Ark on an unsuspecting Earth.

EXTERMINATOR

149

TRINE-E



INTELLIGENCE	500	200
AGILITY	600	500
STAMINA	500	300
SPECIAL ABILITIES	1000	600
FEAR FACTOR	1000	500

The Trine-E robot was one of the first robots to be employed in the Game Station harvesting humans to harvest. D.V. Jr.

EXTERMINATOR

205

TOBY ZED



INTELLIGENCE	500	500
AGILITY	500	500
STAMINA	600	500
SPECIAL ABILITIES	1000	500
FEAR FACTOR	1000	1000

The intelligence of the Kenderwood Archive project changed after studying the writing found in the retrofitted laboratory.

EXTERMINATOR

198

ILL DOCTOR



INTELLIGENCE	500	500
AGILITY	500	500
STAMINA	600	500
SPECIAL ABILITIES	1000	500
FEAR FACTOR	1000	500

The 10th Doctor was ill after regenerating but was still with energies that could power Pilot Fish batteries for years.

EXTERMINATOR

057

THE STEWARD



INTELLIGENCE	500	500
AGILITY	500	500
STAMINA	600	500
SPECIAL ABILITIES	1000	500
FEAR FACTOR	1000	500

The Steward, a Steward, took his job as a Steward too seriously, but was only fooled by the Doctor's psychic paper.

EXTERMINATOR

150

OOD GROUP



INTELLIGENCE	500	1000
AGILITY	500	500
STAMINA	600	700
SPECIAL ABILITIES	1000	500
FEAR FACTOR	1000	500

These were once obedient and quiet until they became ruthless killers when they were possessed by the Tenth.

EXTERMINATOR

020

CATHICA SANTINI KENDRA



INTELLIGENCE	500	500
AGILITY	500	500
STAMINA	600	700
SPECIAL ABILITIES	1000	500
FEAR FACTOR	1000	500

Cathica was a journalist who lived in the base when the Tenth was controlling all of Earth's news.

EXTERMINATOR

164

TOBY POSSESSED



INTELLIGENCE	500	500
AGILITY	500	500
STAMINA	600	500
SPECIAL ABILITIES	1000	500
FEAR FACTOR	1000	500

When the Tenth took possession of Toby's body he turned from a quiet archaeologist into the ultimate evil being.

EXTERMINATOR



POLICE BOX

DOCTOR WHO

DOCTOR WHO

BATTLES IN TIME

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WORLD WAR

BATTLES

EXTENSIVE
EXTERMINATION

Each pack contains 9 cards.

The Extinction set is made up of 275 cards in total - 233 common cards (8 in every pack), 28 rare (1 in every pack), 10 super rare (1 in every 6 packs), 6 ultra rare (1 in every 24 packs). There is also a Golden Ticket card which is the rarest card of all - there's only 1 in every thousand packs! You will only find it in a small number of packs.

Full time recording.

CE


A WARNING

**NOT TO BE
SOLD
SEPARATELY**

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B B C

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And I would have gotten away with it
if it wasn't for these
Modelling Scanners

A Delboy2k6-DCP Scan